

RULE

Department of Wildlife and Fisheries Wildlife and Fisheries Commission

1996–97 Resident Game Hunting Season
(LAC 76:XIX.101,103)

The Wildlife and Fisheries Commission does hereby promulgate rules and regulations governing the hunting of resident game birds and game quadrupeds.

Title 76

WILDLIFE AND FISHERIES

Part XIX. Hunting

Chapter 1. Resident Game Hunting Season

§101. General

The Resident Game Hunting Season, 1996–97 regulations are hereby adopted by the Wildlife and Fisheries Commission. A complete copy of the Regulation Pamphlet may be obtained from the department.

AUTHORITY NOTE: Promulgated in accordance with R.S. 56:115.

HISTORICAL NOTE: Promulgated by the Department of Wildlife and Fisheries, Wildlife and Fisheries Commission, LR 21:707 (July 1995), amended LR 22:000 (July 1996).

§103. Resident Game Birds and Animals 1996–1997

A. Shooting Hours. One-half hour before sunrise to one-half hour after sunset.

B. Consult Regulation Pamphlet for seasons or specific regulations on Wildlife Management Areas or specific localities.

Species	Season Dates	Daily Bag Limit	Possession Limit
Quail	Nov 28. Feb 28	10	20
Rabbit	Oct 5. Feb 28	8	16
Squirrel	Oct 5. Jan 26	8	16
Deer	See Schedule	1 Antlered and 1 Antlerless (When Legal)	6

C. Deer Hunting Schedule

Area	Archery	Still Hunt	Muzzleloader (All Either Sex)	With or Without Dogs
1	Oct 1. Jan 31	Nov 16. Dec 1 Jan 4. Jan 19	Nov 9. Nov 15	Dec 7. Jan 3
2	Oct 1. Jan 31	Oct 26. Dec 6	Oct 19. Oct 25	Dec 7 . Jan 5
3	Oct 1. Jan 31	Oct 19. Dec 8 Dec 14. Jan 5	Oct 12. Oct 18	
4	Oct 1. Jan 31	Nov 23. Jan 5	Nov 16. Nov 22	

5	Oct 1. Jan 31	Nov 23. Dec 1	Nov 16. Nov 22 (Bucks Only)	
6	Oct 1. Jan 31	Nov 16. Dec 1	Nov 9. Nov 15	Dec 7. Jan 19
7	Oct 1. Jan 31	Oct 19. Nov 3 Nov 16. Dec 1	Oct 12. Oct 18	Dec 14. Jan 19

AUTHORITY NOTE: Promulgated in accordance with R.S. 56:115.

HISTORICAL NOTE: Promulgated by the Department of Wildlife and Fisheries, Wildlife and Fisheries Commission, LR 21:707 (July 1995), amended LR 22:000 (July 1996).

Glynn Carver
Chairman

9607#046